

David Donohue

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Summary

Motivated and creative-minded computer science graduate from the University of North Carolina Greensboro with a passion for creating scalable, adaptable systems. Skilled in delivering high-quality work while meeting project timelines. Proven ability to design efficient, future-proof solutions that are easy to maintain and modify.

Education

Bachelor of Science, Computer Sciences

UNC Greensboro

May 2023

Relevant Coursework: Algorithm Design and Analysis, Operating Systems, Systems Programming, Human Computer Interface Development

Professional Experience

Sales Associate

2019–2020

Matt's Game Exchange, Greensboro, North Carolina

- In the position of managing day-to-day store operations, including running the online store, I gained valuable transferable skills in operations management, which involve coordinating and organizing various aspects of software development projects to ensure smooth operations and efficient resource allocation.
- Through autonomously managing all store operations on Sundays, the busiest day of the week, I honed transferable skills in reliability, self-motivation, and effective workload management.

Relevant Projects

Queue Up, Senior Capstone

Spring 2023

- Developed a social website for gamers to find other users in a similar skill range. Backend server developed in Python using Flask for gathering player statistics, serving API endpoints, and managing the SQL database. Website interface programmed in TypeScript using ReactJS.

Assisted Draft Client, Software Engineering

Spring 2022

- Collaborated with classmates to develop a web-based program allowing people to draft teams for competitive games. Made with Java and JavaScript using SpringBoot and Thymeleaf. Implemented data parsing and storage in a SQL database for querying in the interface. Utilized AGILE methodologies for planning and communication.

Personal Projects

2019–Current

- Competed in multiple game jams and developing personal game projects using the Unity engine.
- Completed personal projects demonstrating proficiency in C# and Java, including developing game mods.
- Designed and implemented circuitry for various electronic devices and systems, with particular expertise in programming microcontrollers such as the Raspberry Pi Pico.

Skills

Programming Languages: C#, C, C++, Java, Javascript, Typescript, Python, PHP, Prolog, x86 ASM.

Libraries and Frameworks: Experience with libraries such as ReactJS and frameworks like .NET, Flask, ExpressJS, and SpringBoot.

Other Skills: Systems Deployment, Algorithm Design, Docker, Interface Design/Development, VR Development